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SUPER MARIO STRIKERS



INSTRUCTION BOOKLET



PLEASE CAREFULLY READ THE SEPARATE HEALTH AND SAFETY PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME DISC OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT HEALTH AND SAFETY INFORMATION.

IMPORTANT SAFETY INFORMATION: READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES

⚠ WARNING - Seizures

- Some people (about 1 in 4000) may have seizures or blackouts triggered by light flashes or patterns, such as while watching TV or playing video games, even if they have never had a seizure before.
- Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.
- Parents should watch when their children play video games. Stop playing and consult a doctor if you or your child have any of the following symptoms:

Convulsions	Eye or muscle twitching	Loss of awareness
Altered vision	Involuntary movements	Disorientation

To reduce the likelihood of a seizure when playing video games:

1. Sit or stand as far from the screen as possible.
2. Play video games on the smallest available television screen.
3. Do not play if you are tired or need sleep.
4. Play in a well-lit room.
5. Take a 10 to 15 minute break every hour.

⚠ WARNING - Repetitive Motion Injuries and Eyestrain

Playing video games can make your muscles, joints, skin or eyes hurt after a few hours. Follow these instructions to avoid problems such as tendinitis, carpal tunnel syndrome, skin irritation or eyestrain:

- Avoid excessive play. It is recommended that parents monitor their children for appropriate play.
- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- If your hands, wrists, arms or eyes become tired or sore while playing, stop and rest them for several hours before playing again.
- If you continue to have sore hands, wrists, arms or eyes during or after play, stop playing and see a doctor.

⚠ WARNING - Electric Shock

To avoid electric shock when you use this system:

- Do not use the Nintendo GameCube during a lightning storm. There may be a risk of electric shock from lightning.
- Use only the AC adapter that comes with your system.
- Do not use the AC adapter if it has damaged, split or broken cords or wires.
- Make sure that the AC adapter cord is fully inserted into the wall outlet or extension cord.
- Always carefully disconnect all plugs by pulling on the plug and not on the cord. Make sure the Nintendo GameCube power switch is turned OFF before removing the AC adapter cord from an outlet.

⚠ CAUTION - Motion Sickness

Playing video games can cause motion sickness. If you or your child feel dizzy or nauseous when playing video games with this system, stop playing and rest. Do not drive or engage in other demanding activity until you feel better.

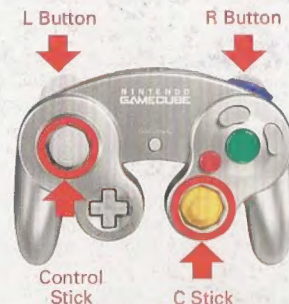
⚠ CAUTION - Laser Device

The Nintendo GameCube is a Class I laser product. Do not attempt to disassemble the Nintendo GameCube. Refer servicing to qualified personnel only. Caution - Use of controls or adjustments or procedures other than those specified herein may result in hazardous radiation exposure.

CONTROLLER NEUTRAL POSITION RESET

If the L or R Buttons are pressed or the Control Stick or C Stick are moved out of neutral position when the power is turned ON, those positions will be set as the neutral position, causing incorrect game control during game play.

To reset the controller, release all buttons and sticks to allow them to return to the correct neutral position, then hold down the X, Y and START/PAUSE Buttons simultaneously for 3 seconds.



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**THIS GAME SUPPORTS
SIMULTANEOUS GAME PLAY
WITH ONE, TWO, THREE, OR FOUR
PLAYERS AND CONTROLLERS.**



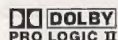
**THIS GAME REQUIRES A
MEMORY CARD FOR SAVING
GAME PROGRESS, SETTINGS
OR STATISTICS.**

NEED HELP PLAYING A GAME?

Nintendo's game pages, at www.nintendo.com/games, feature walkthroughs, frequently-asked questions, and codes for many of our games. If your answer isn't there, check out our forums where you can exchange tips with other gamers online.

For more information about our forums, visit www.nintendo.com/community.

If you don't have access to the web-site, recorded tips for many titles are available on Nintendo's Power Line at (425) 885-7529. This may be a long-distance call, so please ask permission from whoever pays the phone bill.



Manufactured under license from Dolby Laboratories.

This game is presented in Dolby Pro Logic II. To play games that carry the Dolby Pro Logic II logo in surround sound, you will need a Dolby Pro Logic II, Dolby Pro Logic or Dolby Pro Logic IIx receiver. These receivers are sold separately.



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SUPER MARIO STRIKERS[®]



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GETTING STARTED

Insert the Game Disc and a Memory Card into the Nintendo GameCube, close the Disc Cover, and turn the power ON.

When you play for the first time

When playing the game for the first time, follow the instructions on the screen and create a "Super Mario Strikers" game file on the Memory Card inserted in Slot A. (Do not use Slot B.)

*This game uses only Memory Card Slot A.



When you play from the saved data

When you start the game, your Nintendo GameCube will automatically load your saved data from the Memory Card before proceeding to the title screen.

About Saving Your Data...

This game saves your data automatically. However, you can also save manually by choosing SAVE in the Option menu (pg. 26). To save your data, your Memory Card must have at least 5 free blocks.

Do not remove the Memory Card and/or turn OFF the POWER while saving. It may cause damage to your Nintendo GameCube and/or the Memory Card.



*See the Nintendo GameCube Instruction Booklet for directions on how to format and erase Memory Card files.

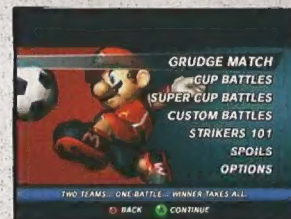
Title Screen

On the title screen, press START/PAUSE or the **A** Button to access the main menu.



Main Menu Screen

Using the control stick, select one of the following game modes, then press the **A** Button to confirm your selection.







Grudge Match	▶P18 - 19	Select your favorite characters and stadium to play a single game against the CPU or your friends.
Cup Battles	▶P20 - 23	Head into fierce cup competition and try to win the coveted Bowser Cup!
Super Cup Battles	▶P23	Once you win the Bowser Cup in the Cup Battle, you can unlock this mode.
Custom Battles	▶P24	Create a custom Battle Cup for 3 to 8 teams.
Strikers 101	▶P25	Learn the controls and practice operating characters.
Spoils	▶P25	Review the awards and trophies achieved.
Options	▶P26	Set the game play, audio, and visual options for the on-field action.

CONTROLS

This section explains how to navigate through the Menu screen, and in-game controls. For in-game controls, please see pages 10-15.

Red text is for the menu screen; black text is for in-game controls.

L Button

- * ( + ) Lob Pass
- * ( + ) Lob Shot



Control Stick

- * **Select**
- * **Move**





Control Pad

- * **Select**

START/PAUSE

- * Pause Menu ON/OFF



Certain actions require multiple buttons: for example, when you see  + , press the  Button while pressing and holding the  Button at the same time.



B Button

- * **Cancel**
- * **Shoot** (When the ball is in your possession)
- * **Slide Tackle** (When the ball is not in your possession)
- * **Clear** (On your side of the field)
- * **Clear** (Goalie has the ball)

Z Button

- * Switch between Power-Up Items

R Button

- * ( + ) Turbo Run

Y Button

- * **Deke Move** (When the ball is in your possession)
- * **Big Hit** (When the ball is not in your possession)



X Button

- * Use the **Power-Up Item**

A Button

- * **Confirm the selection**
- * **Pass** (When the ball is in your possession)
- * **Switch Character** (When the ball is not in your possession)
- * **Pass** (Goalie has the ball)

C Stick

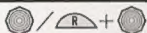
- * **Deke Move** (When the ball is in your possession)
- * Throw off your opponent's timing! Move the C Stick back and forth to rapidly shake your opponent's Super Strike meter while they attempt to kick a Super-Strike goal shot.



ACTIONS

These actions can be performed during game play. Practice these maneuvers to master using the right action for the right situation. Have Fun!

Move / Turbo Run



Move the player by pressing the Control Stick in the desired direction. Press the **R** Button while tilting the **(Control Stick)** to do a Turbo Run. While you are using the Turbo Run, it will be easier for your opponents to steal the ball, so watch out.



Deke Move

While Running, **Y** or **C**

Press the **Y** Button or tilt the **C** Stick while running to evade an opponent's tackle. Perfect your timing and use this when an opposing player comes near!



Switching Characters

Press the **A** Button when your team doesn't have the ball to switch control to the defending player on your team who is closest to the ball. Use this for quick defensive switches.

Slide Tackle

B when you don't have the ball

While on defense, press the **B** Button to slide your player toward the opponent. Perfect this move to steal the ball from your opponent! Practice slide tackling to intercept the opposing team's passes.



Big Hit

Y when you don't have the ball

While on defense, press the **Y** Button to perform the Big Hit. Use this on opposing players to knock them down and smash the ball free. However, if you tackle an opponent who does not have the ball, your opponent will earn a Power-Up Item.



Clear


B while you're in your side of the field

To clear the ball, press the **B** Button when you have the ball in home territory or press the **B** Button before touching a ball that becomes free in home territory. Use this when you are surrounded by opposing players to quickly clear the ball.



Ground Pass

A while you have the ball

Press the **A** Button when you have the ball to make a Ground Pass to a team mate. Use the  to set the direction of the pass and then press the **A** Button.



Shoot

B while you have the ball

Pressing the **B** button when you have the ball in the opposing team's territory will shoot the ball. The longer you press the **B** button, the stronger the shot will be. Pressing it lightly will make a quick shot. Performing a charged shot will award your team with a Power-Up Item.




Perfect Pass & Perfect Shot

Passing to an open teammate close to the opponent's goal will execute a Perfect Pass. Shooting directly from a Perfect Pass blasts a high-powered Perfect Shot goal attempt.



Lob Pass


 + **A**

Hold the  Button and press the **A** Button when you have the ball to make a Lob Pass. Making a Lob Pass near the opponent's goal passes the ball to a nearby teammate.



Lob Shot

 + **B**

Hold the  Button and press the **B** Button when you have the ball to make a Lob Shot. This can be an effective strategy when the opponent's goalie has moved up from the net.



One-Touch Pass

Press the **A** button just before you touch the ball

Pressing the **A** Button while approaching a ball or while receiving a pass will cause the player to perform a One-Touch Pass without dribbling the ball.






One-Timer Shot

Press the **B** button just before you touch the ball

Pressing the **B** Button while approaching a ball or while receiving a pass will cause the player to perform a One-Timer Shot without dribbling the ball. Try doing a One-Timer Shot during a Lob Pass to perform an exciting acrobatic shot on goal.


Using Power-Up Items

Press the  Button

Pressing the  Button when you have an item will use the item. When you have 2 items, use the  Button to select which item to use.




Super Strike


Press and hold the  Button when you shoot

Only captains can pull off this ultimate shot, and only when shooting the ball from the opposing team's territory. This very powerful shot counts for two points if it goes in! However, during the beginning of this shot you are susceptible to opposing team attacks. Try to do this move when no opposing players are in the area



1. Once you've fully charged your shot, a gauge will appear on-screen. Press the  Button as soon as the white needle enters the green section of the gauge.



2. Another green band will appear on the right of the gauge. Use your best timing skills, and press the  Button once the white needle enters this new green area.








3. If you pull this off, you'll trigger a Super Strike. Perfecting the Super Strike depends on your timing and ability to stop the white needle in the green bands of the meter. Master your timing and prepare for a MONSTER shot on the goal!












CONTROL COMMANDS

Here's a list of commands. Keep this page handy while you practice.





Controls while moving

Move, Dribbling	
Turbo Run	 + 
Deke/Avoid	 or  while dribbling


Controls during attack

Pass	
Lob Pass	 + 
One-Touch Pass	 before you touch the ball, while awaiting a pass
Perfect Pass	Pass the ball to an open teammate near the opponent's goal
Shoot	 or Press and hold  during shot to charge
Lob Shot	 + 
One-Timer Shot	 before you touch the ball, while awaiting a pass
Perfect Shot	 before you receive a Perfect Pass
Super Strike	Captains only – Press and hold  during a shot

Controls during defense



Switch character	
Slide Tackle	
Big Hit	
Clear	 When you have the ball in home territory or before touching a ball in home territory

Goalie controls

Pass	 + 	Clear	
------	---	-------	---

*If you don't press any buttons when the goalie has the ball, he will eventually pass the ball.

Power-Up Item controls

Use an item		Switch items	
-------------	---	--------------	---



VIEWING THE SCREEN

This section explains how to read the screen and the Pause Menu during a game. Remember that the player number corresponds with the Controller Socket number.

In-game Screen

The team with the most points at the end of the game wins the match. If the game ends in a tie, the teams go into Sudden Death, and the next goal determines the winner.

Score

Player's Number

Power-Up Item

Remaining Time

Press the **X** Button to use an item. Switch items by pressing the **Z** Button.

If a star appears near a character, it indicates that the player is temporarily dazed and unable to move.

Bowser's Sudden Attack

During a game Bowser may suddenly burst onto the field. He'll try to interrupt your game and rain havoc down upon any player in his way... Watch out!



Pause Menu

Press **START/PAUSE** during a game to bring up the Pause Menu. Use the **○** (Control Stick) to select an option and the **A** Button to confirm it.



Resume	Resume the game.
Choose Sides	Select which players will play on which teams during a match. P18
Audio Options	Adjust levels for Music Volume, SFX Volume, and Voice Volume. Move the ○ left or right to adjust the volume.
Visual Options	Set the camera type to either Auto Zoom or Manual Zoom. When using Manual Zoom, adjust the Zoom Level by moving the ○ left or right. Set the Aspect Ratio to either Normal (4:3) or Wide (16:9).
Statistics	Check game Statistics such as goals and number of shots.
Quit	Quit the game and return to the Main Menu. Select Quit during a Cup Battle P20 - 23 or a Custom Battle P24 to forfeit the game. This counts as a defeat.



GRUDGE MATCH

Select your favorite captain, sidekicks, stadium, and play a single game with friends or against the CPU!

Select Characters

Select your captain and the sidekick team mates for each team. Use the to select, and the **A** Button to confirm the selection.

*See pages 28-31 for captains and sidekick bios.



Select a Team

Select which team you want to control. Each player uses the to select a team and the **A** Button to confirm the selection. A controller icon lined up directly in the middle of the screen between the contenders will not be used in the game.



Select a Stadium

Using the , select the stadium you want to play the game, and press the **A** Button to start the match. Tip: As you advance in the Cup Battle **▶P20 - 23**, new stadiums will be unlocked for use in all modes.

Match Summary

This provides each teams' performance statistics for the last game. After you finish looking at the summary, advance to Grudge Series Wins.

MATCH SUMMARY			
MARIO	GOALS	LUIGI	
0	TOTAL SHOTS	3	16
7	TOTAL HITS	0	0
21	TOTAL STEALS	4	0
1	SUPER STRIKES	0	12
0	PERFECT PASSES		
0			
CONTINUE			

Grudge Series Wins

See how many times you won in the Grudge Mode so far. Using the , select Rematch, Change Captains, or Quit, and confirm by pressing the **A** button.

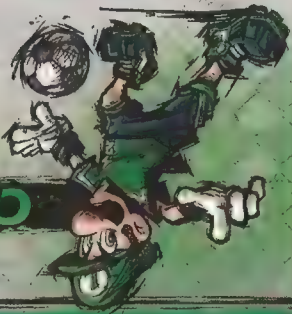
GRUDGE SERIES WINS	
MARIO	LUIGI
1	0
QUIT WHILE YOU'RE AHEAD OR TRY YOUR LUCK WITH A REMATCH?	
REMATCH	
CHANGE CAPTAINS	
QUIT	
BACK CONTINUE	

Player Awards

When 2 or more players have played a match, after selecting Quit in the Grudge Series Wins screen, you can look at the awards each player has earned such as the Striker Award and the Defender Award.

PLAYER AWARDS	
GOAL STRIKER	P1
HIGHEST BRUISER	P1
BEST DEFENDER	NONE
WEAPON USER	P1
BUTTON WASHER	P1
P1 TAKE THE STRIKER AWARD FOR	
CONTINUE	

CUP BATTLES



Plays matches in league tournament. Battles based on their winning percentage in each Cup Battle.

Cup Battle Rules

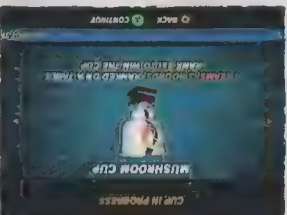
Winning a game earns you 3 points. You get no points for losing a normal cup match. However, if your cup match goes into Sudden Death and you lose, you earn 1 point.

*The championship game takes place after the final Bowser Cup league match is finished.



Select the Cup

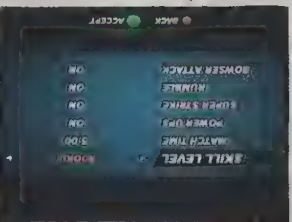
When you start playing the Cup Battles, only the Mushroom Cup will be available. As you win games and progress farther into the Cup Battles, other cups will become available. Select the Cup you want to play using the **○**, then confirm your selection with the **A** Button.



Mushroom Cup	Default Cup
Flower Cup	If you place in the top 3 in Mushroom cup, you will unlock this cup.
Star Cup	If you place in the top 3 in Flower Cup, you will unlock this cup.
Bowser Cup	If you place first in all 3 cups (Mushroom, Flower, and Star), you will unlock this special cup!

Game Settings

Settings for games can be adjusted before starting a Cup or choosing Game Play Options on the Options screen. Select the option you want to change by moving the **○** up or down, then change that option by moving the **○** left or right.



Skill Level	Set the difficulty to Rookie, Professional, Superstar, or Legend.
Match Time	Set the match time to 2:00, 3:00, 4:00, 5:00, 10:00, or 15:00.
Power Ups	Enable or disable Power-up Items.
Super Strike	Enable or disable Captain Super Strike kicks.
Rumble	Turn the Rumble Feature on or off.
Bowser Attack	Enable or disable the Bowser Attack.

Select the Characters

Using the **○**, select your captain and sidekicks, then press the **A** Button to confirm your selections.

*See pages 28-31 for the captain and sidekick tips.



Standings Screen

Come here to check the wins and losses of every team participating in the current Cup Battle. Once you've finished, press the **A** Button to continue.

W	Number of wins
SD	Number of Sudden Death losses
L	Number of losses
PTS	Total points earned

*Pressing the **B** Button will return to the main menu. A Cup Battle can be continued by selecting the same cup in the Cup Selection Screen.



Select Players Number

Move the controller icons to the team you would like to control by using the **Left Stick**, then press the **A** Button to start the game.

*You cannot operate more than one team in Cup Battle and Super Cup Battle modes.

Ending a Game

Press the **A** Button to display the Match Summary results and Standings. Then proceed to the next match.



Ending a Cup

When all matches have been completed, the total results will be displayed. Depending on your on field performance, certain bonuses may be awarded such as additional stadium options.



Milestone Progress

Once the Cup Battle is completed, the Milestone Progress information is displayed. The game provides a number of set milestone objectives for the player to achieve (such as Cup Matches Played and Goals Scored). Track your progress as you play further into the Cup Battles and see if you can complete each of the milestone objectives.



Super Cup Battles

Super Cup Battles becomes available by winning the Bowser Cup. A player acquires additional bonuses by obtaining good results in the Super Cup Battles.






OTHER PLAY MODES

Here's some other modes you can play. If you're the first-timer, go to Strikers 101 (Tutorial Mode) to practice your moves and improve your skills.

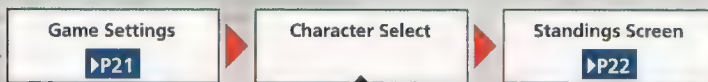
Custom Battles


You can play a Battle Tournament the way you want. Select the options you want to change with the , then confirm your selection with the **A** Button.




Tournament Type	Select League Table, or Knockout.
Teams	Select 3 to 8 teams for League Table or 4 or 8 teams for Knockout.
Teams Match Up	If you've chosen League Table, decide if you want to play against the same opponent once or twice.

Custom Battle Flow



Character selection is basically the same as for Cup Battles, but you can also select characters randomly by pressing the  Button. Once you have selected which team you will control, press START/PAUSE and move to the Standings Screen. From this point forward, the flow is the same as for Cup Battles.


Strikers 101

Learn about game controls and practice your moves here. After selecting the characters and the teammates you want to control, select the mode you want to play using the , and then confirm your selection with the **A** Button.




Training Lessons	You can watch movie clips and learn 12 different moves including Turbo Run, Pass, Shot, and others.
Free Practice	Free Practice lets you practice the different moves you've learned in Training Lessons mode. An explanation of the last Training Lesson you selected will appear on a ticker at the bottom of the screen.
Quit	Return to the main menu.

Spills

View the trophies you have collected while playing in Cup Battles, Super Cup Battles, and the Milestones you have reached. Use the  to choose an option and the **A** Button to confirm the selection.



Options

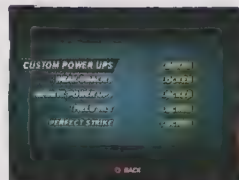
Use the  to choose the option you would like to select and the **A** Button to confirm the selection. Then adjust the settings in the screen that is displayed.



Audio Options	Change the volume settings here, or change the sound mode settings. Select from Stereo, Mono, or Dolby Pro Logic II.
Visual Options	Just like the Pause Menu, you can change the camera and/or screen ratio.
Game Play Options	You can choose the options same as in the Game Settings (page 21).
Cheats	Once you start playing Cup Battle this feature will be unlocked. This option will let you use unlimited power-up items and/or allows you tilt the stadium floor. These options are not available for use in the Cup Battle or Super Cup Battle modes.
Save/Load	Save and load game data. The Memory Card must always be inserted into Slot A.

About Cheats

Cheats include modes like Weak Goalies and Tilt Field. These modes let you enjoy and play the game in different and unusual ways. Make sure to try it sometimes!



POWER-UP ITEMS

Use Your Power-Up Items. You must take full advantage of the various Power-Up Items available in the game to win. Make sure to learn each item's effects. Besides the items listed here, there are some other items such as Giant Shell and Multi-Shell shots included to help make life difficult for your opponents.

	Green Shell	Throw a Green Shell and knock down your opponents.
	Red Shell	Throw a Red Shell that will chase after your opponent, and knock them down.
	Blue Shell	Throw a Blue Shell to freeze your opponent.
	Spiny Shell	Throw out Spiny Shells that bounce around the field, knocking down anything in their path.
	Banana	Drop a well-placed banana peel and watch your opponents slip.
	Bob-omb	Launch a Bob-omb and watch your opponents fly across the screen from the blast.
	Chain Chomp	Set a Chain Chomp loose on the field and disable your opponent's entire team.
	Mushroom	Provides a limited burst of super speed.
	Star	Become invincible for a short time. Any opponent who touches you will be knocked aside!

CHARACTER BIOS

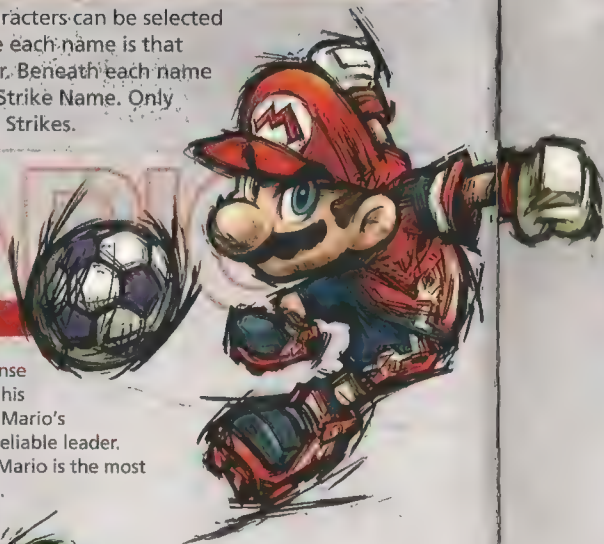
Captains

Any of the following characters can be selected as a team captain. Beside each name is that character's jersey number. Beneath each name is that character's Super Strike Name. Only captains can shoot Super Strikes.

1 Mario

Fire Strike

A great leader on both offense and defense, Mario inspires his teammates before a match. Mario's balanced skills make him a reliable leader. It goes without saying that Mario is the most famous player in the league.



2 Luigi

Vicious Vortex

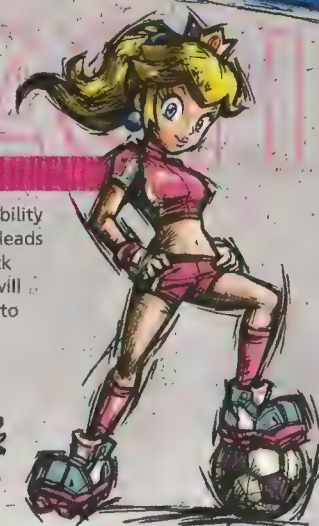
Luigi splits any number of defenders with his incredible passing technique, reliably delivering the ball to a teammate. Luigi baffles his opponents with his daring antics. He has earned great respect from the fans.



10 Peach

Royal Strike

She has fast feet and a great ability to read every situation. Peach leads with masterful tactics and quick thinking. Treating her lightly will earn you an aggressive whack to the backside.



9 Daisy

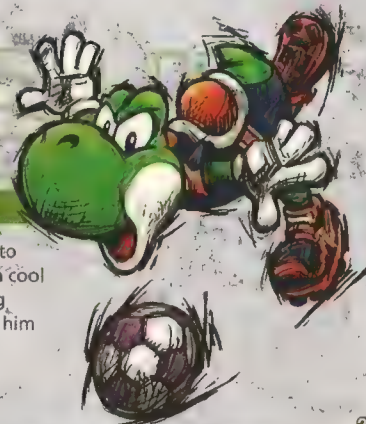
Torpedo Strike

Daisy uses quick and precise footwork to show off her abundance of talent. Daisy's witty attitude matches her playing style.

8 Yoshi

Foot of Fury

Yoshi's great enthusiasm has led to many victories. Yoshi leads with a cool head and fierce courage. Looking down on Yoshi without granting him due respect will likely result in full-force pounding.



00 Wario

Belly Blast

An aggressive menace-and stubborn to boot-Wario never stops till he grabs the win. He will attack from anywhere if opponents aren't watching him carefully.



0 Waluigi

Drop Rocket

His long legs blast rocket-packed shots. Waluigi's ego tends to be his biggest opponent. He likes to be offensive, and he is always looking for a shot.



55 Donkey Kong

Power Fist Strike

Weak on defense but powerful with shots and devastating with tackles, Donkey Kong's talents can slip up even the best players. He beats his chest in defiance even when he's under attack, so don't be surprised!



Sidekicks

Other characters besides captains.

Toad

Toad uses his quickness to get back on defense and dribble free of his mark on offense. His all-around power is a great boost to any team.



Hammer Bros.

When a ball is passed to center, the Hammer Bros. are never afraid to fly in for a header. This sidekick packs power from head to toe, always giving his best. Hard-nosed, hard-hitting and hard-headed, this guy can really bring it!



Birdo

Birdo is always an offensive threat when in possession of the ball. If you're looking for a sidekick who can deliver some points, Birdo is the player for you.



TIP:

Match your skills and play the Cup Battle tournaments to unlock new secrets and hidden stadiums.

Koopa

Koopa's hard work and effort on the playfield makes him a solid choice for any captain in the league. Selecting Koopa as your sidekick is always a wise choice.



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